Mid-Florida Atari Computer Club Bulletin

April, 1994

Vol. 11, No. 4

This is the monthly bulletin of the Mid-Florida Atari Computer Club. In it are articles written or submitted by members who feel they are of interest to all users of Atari computers.

You may wish to join a computer club to share the beneficial aspects of having others around you who have similar machines, like interests, and a desire to share what they know with others. A users group can help you understand things about your computer that they have already discovered.

Our membership, at $12.00 per year, entitles you to the newsletter, access to the disk libraries, and club meetings where all the fun and education happen on a monthly basis.

We meet in the Orlando Library building downtown Orlando, 101 E Central Blvd. At 1:30PM on the second Sunday of each month. Feel free to join us there next month to learn more about the wonderful world of computers, and Atari computers in particular.

For Newsletter Exchange

M.F.A.C.C.
C/O Bob Smith
3729 Yosemite Dr.
Orlando, FL 32818

M.F.A.C.C. Affiliated BBS Listing:

Top Gun	381-5403
Starbase 1	381-2610
Inner Core	294-5183

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Mid-Florida Atari Computer Club

MID-FLORIDA ATARI COMPUTER CLUB

From The President

This month the tone of my message is very different from my normal type of missive. As president, I have the unfortunate and very distressing job of informing our membership of some very disturbing news.

As you all know our Club is a nonprofit social entity that charges it's members an annual membership dues to provide the necessary materials and equipment for it's members. We on the Board have tried do the utmost for the Club in the performance of our duties and have never done anything that would endanger our fine Club. In as much as the Club is not really a corporation or formally chartered Non Profit group, it has never occurred to the present Board or past Boards for that matter, that Taxes were to be paid to both the Federal Government and the State of Florida. We have now been informed by the IRS and coincidentally by the State of Florida that we are very in arrears for Income Taxes, tangible property taxes and sales taxes that are owed. The total of these figures amounts to something over $10,000. with interest and penalties. Unknown to most of the membership there has been an ongoing Federal investigation of our Club by the IRS and a State investigation by the Florida Department Of Revenue. The results of these investigations will probably result in Federal and State criminal prosecutions of the current and past Board members, dating back to 1986. We have been threatened and bullied into some addmissions which are not true, in spite of what you will hear. It does appear that our Club will have to cease complete opperations this month as all of our equipment will be confiscated for part payment of the previous taxes owed. In addition, our membership list has been subpoenaed by the various agencies involved and it is quite possible that some, if not all of our members, past and present will be called upon to give some sort of depositions.

I can only say here that what we have done in the past and present will be the subject for discussions of scholars in the future. Inasmuch as this is probably the last time that I will be writing this column, I just want to say it's been fun and I shall never forget you. Thanks for the memories.

)ƆOTƆHA, Aqrif Ɔool ənb əll ɪtsɪɾ lIə dnə loof lirpA.(

Now that I have gotten that out of my system, let me go into something a little less controversial, namely our elections. This month is the time when we nominate our Board Members for the coming year. The nominations committee should have a slate to present to the membership and at the same time, nominations are accepted fromt the floor. The offices involved are the President, Vice President, Secretary and Treasurer. WITHOUT your input and nominations, this process DOES NOT work, so get involved. One more thing, in order to vote in June, 1994 for your favorites, you must renew your membership either at the June Meeting or prior. Only paidup and current members can vote. Don't wait for the rush, renew early as the Renewal dues are still only $12.00 per year. To renew early, just see our Treasurer, Bill (Money Bags) Baker, at the April or May meetings and he will be happy and eager to take care of you. For our newer members Gail Kindstrom, our illustrious secretary, (the one with the nice legs and figure) is the gentleman that was awarded the Club Bike for Daytona Bike week. You might ask him about how he made out in the race and in what place he ended up.

Thanks in advance for your cooperation and see you at the meeting.

Minutes Of The M.F.A.C.C. General Meeting

March 1994

Meeting of 3-13-94 opened at 1:36pm

For old business we only had any empty and blank stare, because both librarians were not present.

Scott Prince was called upon to explain his radio music background spots and how he constructed them.

Nominations committee to seek out next years officers will be Robert Raymond, Ray Baggs and Mike Sarni. Good luck guys.

Bill Baker moved to adopt a new club logo. The motion was passed.

Get well card was passed around for all members to sign hoping that Creighton would be pleased with our wishes.

Atarifest has been tabled until new fiscal year.

Bill Baker reminded everyone that Sun Bank starting charges in May. He also is supposed to bring back some info on maybe getting an account with some one else.

Meeting closed at 2:23pm

Some phone numbers you will need to communicate with our club:

President:
Bob Smith ☛ 299-5374

Vice-President:
John Baker ☛ 823-9705

Treasurer:
Bill Baker ☛ 277-3438

Secretary:
Gail Kindstrom ☛ 293-3063

Librarians:
8-Bit:
Arthur Averett 290-2096

ST:
Rick Sava ☛ 574-6033

Publicity:
Jim Porter ☛ 695-1467

This newsletter is produced on an Atari Mega STE-4, using Pagestream 2.2 and printed on a Hewlett Packard Deskjet 500

Treasurer's Report
March, 1994

All funds have been impounded by

I R S

Birthdays for April

John Baker
Richard Fowler
Gerard Marino
Tom Smith

James Roark & Family
Are welcomed as new members.

This months demos:

8-bit demo by Art Averett will be on using the library disk.

Jeff Potter 8-bit demo of maze war multiplayer game.

Scott Prince does Tempest 2000 Jaguar demo

Music/midi demo by Francis Rodriguez

Floptical disk demo by Chuck Smyth

COMING EVENTS

April: Nominations from committee and floor
May: Renewals of dues and publishing of nominations.
June: Elections and Start of new year.

FOR SALE!

Mono Monitor for 8-bit $25
Printer Interface $10
Many more items, see Gail or call 407-293-3063

3 single density drives complete $10 each
Large selection of new & used software, games utilities etc. Start mags with disks $1 each.
See Bob Smith or call 299-5374

Atari News

THE NEWS DESK

ATARI ANNOUNCES TOTAL OF 86 DEVELOPERS, PUBLISHERS AND LICENSEES FOR JAGUAR
DATELINE: SUNNYVALE, Calif., March 7

Atari Corp. (AMEX: ATC) announced today that its award-winning Jaguar 64-bit game system has attracted 86 top developers, publishers and licensees since its introduction in November 1993.

Among the 48 new partners announced today are ReadySoft Inc., publisher of "Dragon's Lair," "Dragon's Lair II" and "Space Ace"; Bullfrog Productions Ltd., developer of "Populous" and "Powermonger"; Imagineer, publisher of "Wolfenstein 3D (SNES)"; Jaleco, a leading manufacturer of arcade games and home video games including "Super Bases Loaded" and "Pro-Sport Hockey"; and Sculptured Software, developer of "Mortal Kombat" for Acclaim.

"The innovative technology unleashed by Jaguar challenges us to change our approach to developing software, said Glen Williams, technical director, Williams Brothers Development, one of the newly signed software developers. "With Jaguar, game developing is no longer a matter of working within the machine's capabilities, but of living up to them."

Since Jan. 1, 1994, Atari has signed 48 new partners. These are:
Accent Media Productions
Anthill Industries
(ASG) All Systems Go
Argonaut Software Ltd.
Audio Visual Magic
Bethesda Softworks
Bjorn Joos/Kris Van Lier
Black Scorpion Software
Borta & Associates
Bullfrog Productions Ltd.
Clearwater Software
Computer Music Consulting
Cybervision
CyberWare
Delta Music Systems Inc.
Domark Group Ltd.
DTMC
Duncan Brown
Elite
E-On
EZ Score Software Inc.
GameTek Inc.
Genus Microprogramming Inc.
H2O Design Corp.
HiSoft
ICD Inc.
Imagineer Co. Ltd.
Jaleco
Limelight Media Inc.
Manley & Associates Inc.
NMS Software Ltd.
Photosurealism
PIXIS Interactive
ReadySoft Inc.
Rest Energy
Sculptured Software Inc.
Software Creations
Team Infinity
Team 17 Software Ltd.
Technation Digital World
Techtonics
Teque London Ltd.
Thrustmaster
V-Reel
Virtual Xperience
Visual Concepts
Williams Brothers
WMS Industries

"We are pleased the industry's most innovative, successful software companies continues to join the Jaguar team," said Sam Tramiel, president of Atari. "Jaguar is the world's most powerful multimedia video game system. Consequently, this platform offers leading developers and publishers unprecedented creative and commercial opportunities."

"Atari has used cutting-edge technology to push Jaguar's system architecture beyond the industry's next natural stage and leaped ahead of its competitors in the process," said Lou Viveros, president of V-Reel and Viveros and Associates, a leading video game consulting firm.

"Our games will require creativity and flexibility in the development process and outstanding system performance during game play. Consequently, the decision to develop for Jaguar was an easy one."

V-Reel will develop and market Arena Football exclusively for Jaguar. This represents the first license of the Arena Football League for home video game systems. V-Reel also plans to develop Horrorscope, a Jaguar fighting game based on the 12 characters of the Zodiac.

Atari Jaguar is the world's first 64-bit interactive multimedia home entertainment system and is the only video game system manufactured in the United States. Jaguar was recently named the industry's "Best New Game System" (VideoGames Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan). Atari expects to deliver its Jaguar CD-peripheral mid-year at a suggested retail price of $200.

Atari Corp., based in Sunnyvale, manufactures and markets 64-bit interactive multimedia entertainment systems, video games and personal computers for the home, office and educational marketplaces.

NOTE: All trademarks are the property of their respective owners. CONTACT: Terry Valeski of Atari, 408-745-2000; or Lynn Thompson of Cunningham Communication, 408-764-0740, for Atari.

May meeting first Sunday because of Mothers Day May 2

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ORLANDO, FLORIDA

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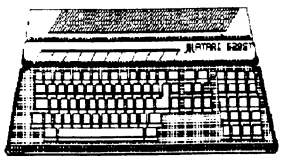
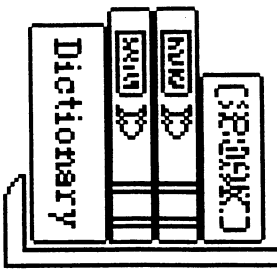
Complete Selection of ST Books and European Mags



The Falcon has LANDED!!!



For Your Information

MARVEL ONLINE SERVICE RUMORS

Computer Reseller News reported last week that Microsoft would launch an online service by the end of the year. However, a spokesman at Microsoft had no knowledge of the "Marvel" service quoted in Computer Reseller. The weekly magazine says Marvel will be part of Chicago, the code name for Windows 4.0 scheduled to ship by the end of 1994.

According to Reseller, Marvel will initially provide access to technical information such as technical notes, forums, and third-party vendor support.

CABLE RATES FINALIZED

The Federal Communications Commission has finalized its rules for re- regulating cable rates. Under the rules, local governments must file with the commission to regulate basic cable rates, but the FCC itself is regulating "expanded basic" rates, those most people pay. Charges for pay- per-view and premium channels like HBO remain unregulated. Technically, the action by the commission was a re-consideration of actions it took last year. There are also exceptions for operators whonow charge abnormally-low prices, and for small systems. Local governments which want to learn more about how to get in step with thenew regulations should call 202-416-0940.

AMERICA ONLINE EXPANDS

America Online has added more features to its already popular service. Reuters, Scientific American and the Interactive Services Association, and licensed new messaging software. Reuters will now offer continuously updated top news, sports, business and entertainment stories on AOL's "Top News" area, and soon add other forms of news as well. Scientific American signed a deal putting editorial content online and offering interactive discussions. The Interactive Services Association, which has 200 members, will have its own section on the service, with bulletin boards, e-mail, and other services -- AOL itself is a member of the group.

PARAMOUNT GETS NEW OWNER

Viacom has won Paramount Communications for roughly $10 billion. The company announced that 75 percent of Paramount's outstanding shares were tendered to it, beating a rival bid from QVC Network. Under the terms of the agreement, Viacom will pay about $104 in cash for 50.1 percent of Paramount, then pay stock for the rest. In addition to its movie studio, home of "Star Trek" and other films, Paramount also owns the Simon & Shuster book publishing company, which in turn owns both Prentice-Hall, a leading producer of computer books, and Macmillan, acquired in an auction during the takeover battle. Other holdings include Madison Square Garden and its tenants, the New York Knicks basketball club and New York Rangers hockey team.

CBS - NBC JOIN THE ONLINE COMMUNITY

If you watched CBS late night during the Olympics, you might have had the chance to access CBS reporters online. The networks are now entering the online community and will be using the computer air-waves to promote their telecasts. NBC has already announced deals with both Prodigy, America Online and GEnie. NBC will offer a comprehensive service, including announcements, detailed information on hit shows, a bulletin board, a contest center, and an "NBC Store."

DELPHI GETS NEWSPAPER DEAL

Delphi has signed an agreement with the St. Louis Post-Dispatch and its PostLink service. This is the first agreement for Delphi which was purchased by Rupert Murdoch's NewsCorp. last year. Under the agreement, Pulitzer's PostLink will gain a direct link with Delphi and its connection to the Internet. The two companies will also work together on an upgraded graphical user interface for PostLink. In addition to carrying the full text of the Post-Dispatch, the service also offers local resources like calendars and listings for local sports and educational TV. This summer, the service will add an online discussion section so editors can communicate directly with readers.

SUPREME COURT HEARS ARGUMENT

Supreme Court justices heard debate last week in a case that may prove vital to how future appeals are handled. Digital Equipment Corp. is asking the court to overturn a ruling by the 10th U.S. Circuit Court of Appeals in Denver, which said a company could sue Digital, even after a pre-trial settlement, when it discovered alleged fraud in the settlement. According to court documents, Desktop Direct Inc. developed and marketed software in computer magazines. Later, Digital allegedly developed a new product in 1991 and marketed it under the name of "Desktop Direct." In February, Desktop filed a complaint against Digital in federal court in Utah, saying the computer giant was infringing its trademark. Digital told Desktop that the confusion was an honest mistake, and settled with the smaller company by paying an unknown cash amount in 1992. However, Desktop later allegedly learned through an inside source that Digital had known all along about the smaller company's use of the trademark, but had used it anyway against the advice of its lawyers. Desktop went back to federal court and sued. Digital lost bids to have the suit dismissed at both the trial and appeals court level and asked the Supreme Court to review. A decision by the court is expected before next fall.

Continued page 16 ☛

THE FALCON FIX'IT SHOP

(Editor's note: This is a new column dedicated to the Falcon. It will cover modifications, repairs, upgrades and any such information that would be of interest to the Falcon owner. The following material was obtained from our friends in Canada. The staff and board of The Mid-Florida Atari Computer Club does not recommend or make claims for validity of this information, as the staff has no first hand knowledge of the content and results presented.)

From: Howard Carson
Toronto, Canada

To: Everybody who has tried to get their Falcon 4/84 to work with an external SCSI Hard Drive especially the Quantum ELS series of Hard drives.

Here's the problem.....

You own a Falcon 030 with 4 or more meg of RAM and an internal IDE Hard Drive. But you need more storage space, right?

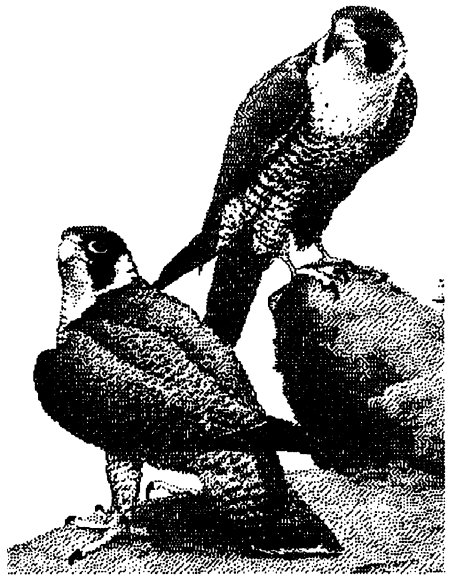
What do you do? Spend $500 - $700 for a 2.5" internal IDE? Not bloody likely! You buy yourself an external 170 or 240 or 340 meg SCSI. Right? Great?

Nope!

Because when you get your SCSI drive and case and power supply and centronics port and high density SCSI 1/SCSI 2 cable and power cord home.....nothing works. Oh, the drive will boot O.K. and you can actually write to it and read from it.....for about 5 minutes. Then you get a message saying (when next you click on a drive icon that represents a partition on the SCSI), "Your Output Device Is Not Receiving Data!"

Yippee! You had just enough time to high-level format the drive and partition it. But now it's gone to sleep. So you reboot. But your booter (SHDRIVER.SYS or ICDBOOT.SYS) won't recognize the SCSI. And the internal IDE in your Falcon is working just fine!

"Darn it!" you say. (Or words to that effect)



Take heart, though, because all is not lost and you don't have to return the drive. It isn't faulty. There is nothing wrong with your DMA port, either.

Here's what you do:

1) Buy yourself a copy of ICD PRO Utilities v6.4.3. This is the latest version, as of Feb/94.

2) Change the name of your AHDI Booter (SHDRIVER.SYS) to SHDRIVER.SYX, to disable it.

3) Make sure your new, external SCSI drive is plugged in, SCSI ID jumpers are set to '0', and make sure the drive is properly connected to your computer.

Turn it off.

4) Copy ICDBOOT.PRG from your ICD disk 'A', to the root directory of drive 'C'.

5) Change the name to ICDBOOT.SYS. This is now your booter. Don't worry about formats. This version of ICD PRO (and of course, ICDBOOT.SYS), is fully compatible with AHDI/HDX. You should be using AHDI v5.03C on your Falcon's internal IDE for formatting and partitioning.

6) Turn everything off for about 45 minutes.

7) When the 45 minutes is up, switch on your SCSI drive, quickly switch on the Falcon and the ICD booter will recognize your IDE and then your SCSI. As soon as you get to your desktop, shove the ICD disk 'A' into your floppy drive and double click on the icon for Floppy Drive A. Double click immediately on BOOTFIX.TOS. That will ensure that the Parity is disabled on the SCSI.

8) Next, double click on HDUTIL.PRG and when you get to the selection screen, click on CONFIG. Remember that you can't use any of the ICD programs (including HDUTIL.PRG), unless you first install the ICDBOOT.SYS.

9) At the top of the Configuration workscreen, click on C:\ICDBOOT.SYS. That will activate the selection you have to make. Configure your cache (if you like), make sure Write Verify is ON, resolution is set to SKIP, etc.

10) Here's the important part. At the bottom of the Configuration workscreen you'll see the word 'Retries'. Beside 'Retries' you'll see 5 little boxes numbered 0, 1, 2, 3, 4. Select #4.

11) Save the configuration. Follow any onscreen instructions and ICD will reboot. The system may or may not recognize your SCSI....which has gone to sleep again, while you horsing around with ICD PRO.

Not to worry.....

12) Turn everything off again for 45 minutes or so. Clean up your desk, put ICD PRO away, phone your Mother, etc.

When you bootup (SCSI 1st, Falcon 2nd), everything will be fine!

Your SCSI will not go to sleep on you anymore.

ICD actually refers to this problem, briefly, in the lousy documentation that comes with ICD PRO v6.4.3. The old ADSCSI ST manual is dated to say the least, and all the newest information is in DOC files on ICD PRO Disk 'B'. The 'DMA Retry Command Phase Timeout' problem exhibited by some SCSI drives, is explained briefly in the rather large README.DOC in the ICDBOOT.PRG section.

Regards, Howard Carson Secretary, The Toronto Atari Federation

GEnie: H.CARSON1
Internet: howard.carson@canrem.com
TAF Online: Howard. Carson
CRS Online: Howard Carson

Jaguar Questions

Atari Jaguar Frequently Asked Questions

Created by Robert Jung (rjung@netcom.com), because no one else wanted to.
Dedicated to ASTEROIDS, for getting me hooked in the first place

Last update: 11/27/1993

This file is not maintained by, overseen by, endorsed, or otherwise associated with Atari Corp. or any of its subsidiaries. It's just a collection of questions and answers, with a few news tidbits thrown in.

This file is posted on a monthly basis, usually around the first of the month. It is maintained by Robert Jung at rjung@netcom.com on the Internet. Send corrections, news, updates, comments, questions, or other stuff to that address. All mail is welcome!

Updates since the last publically posted FAQ have a vertical bar in the first column.

Q. What is the Atari Jaguar?

A. The world's first 64-bit home console video game system. Developed after three years of research, manufactured by IBM, the Jaguar offers high-speed action, spectacular graphic effects, and CD-quality sound for $250.

Q. How does IBM fit into this?

A. IBM has a $500 million contract with Atari Corp. to assemble, test, package, and distribute Jaguar units. Manufacturing is done at IBM's Charlotte, NC facility, and the Jaguar is IBM's first attempt at producing a consumer grade product for an outside vendor.

IBM has no known participation in the design of the Jaguar. IBM has no plans to create games for the Jaguar.

Q. Okay, who did designed the Jaguar?

A. Details are murky. Atari claims that the Jaguar took over three years to develop, and was released because work was progressing faster than expected. Seeing an opportunity to leapfrog the new systems from Nintendo and Sega, they decided to bring the machine to light.

The Jaguar chipset is reportedly co-developed by Flare, a British company with ties to Atari, according to Jez San of Argonaut Software. The proprietary chips are manufactured by an unnamed Japanese firm and also by Motorola.

Q. What are the specifications of the Jaguar?

A. Physical dimensions:

Size: ?" x ?" x ?"
Controls: Power on/off
Display: Resolution up to 800 x 576 pixels
32-bit "True Color" display with 16,777,216 colors on-screen simultaneously
Ports: Cartridge slot
ComLynx connection
High-speed synchronous serial port
Video outputs -- S-Video, RF, Composite, RGB (supports NTSC and PAL)
Two controller ports
32-bit expansion port
Digital Signal Processor port
Controllers: Eight-directional joypad
Three fire buttons (A, B, C)
Pause and Option buttons
12-key keypad (accepts game-specific overlays)

The Jaguar has five processors, which are contained in three chips. Two of the chips are proprietary designs, nicknamed "Tom" and "Jerry". The third chip is a standard Motorola 68000 used as a coprocessor. Tom and Jerry are built using an 0.5 micron silicon process.

- "Tom"
  - 750,000 transistors, 208 pins
  - Graphics Processing Unit (processor #1)
    - 64-bit RISC architecture
    - Rated at 26.6 MIPS (million instructions per second)
    - 4K bytes of zero wait-state internal SRAM
    - Performs a wide range of high-speed graphic effects
    - Programmable
  - Object processor (processor #2)
    - 64-bit RISC architecture
    - Programmable processor that can act as a variety of different video architectures, such as a sprite engine, a pixel-mapped display, a character-mapped system, and others.
  - Blitter (processor #3)
    - 64 bits
    - Performs high-speed logical operations
    - Hardware support for Z-buffering and Goudraud shading
  - DRAM memory controller
    - Accesses the DRAM directly

- "Jerry"
  - 600,000 transistors, 144 pins
  - Digital Signal Processor (processor #4)
    - 32 bits
    - Rated at 26.6 MIPS (million instructions per second)
    - 8K bytes of zero wait-state internal SRAM
    - CD-quality sound
    - Full stereo capabilities
    - Wavetable synthesis, FM synthesis, FM Sample synthesis, and AM synthesis
  - A clock control block, incorporating timers, and a UART
  - Joystick control

- Motorola 68000 (processor #5)

Continued next page ☛

- Rated at 13.3MHz
- General purpose control processor

Communication is performed with a high speed 64-bit data bus, rated at 106.4 megabytes/second. The 68000 is only able to access the lowest 16 bits of this bus.

The Jaguar contains two megabytes (16 megabits) of fast page-mode DRAM. Game cartridges can support up to six megabytes (48 megabits) of uncompressed or compressed information. Compressed data can be uncompressed in real-time, and can be equivalent to almost 50 megabytes (400 megabits). Compression is performed with JagPEG, an enhanced JPEG image decompression mechanism.

Other Jaguar features:
- Support for ComLynx I/O for communications with the Atari Lynx hand-held game system and networked multiconsole games
- The two controller ports can be expanded to support "dozens" of controllers
- Digital and analog interfaces
- Keyboards, mice, and light guns are possible
- Expansion port allows connection to cable TV and other networks
- Digital Signal Processor port allows connection to modems and digital audio peripherals (such as DAT players)

Q. Is the Jaguar really a 64-bit system?

A. Yes. Atari's position is that the Jaguar uses a 64-bit distributed RISC architecture, a 64-bit data bus, and a 64-bit graphics RISC processor as the primary CPU (central processing unit). The 16-bit Motorola 68000 serves as a subordinate coprocessor, and can only access the lowest 16 bits of the bus. The situation has been described as similar to the 16-bit ISA bus present in 32-bit personal computers.

The "Tom" processor is a full-fledged 64-bit chip. The object processor and the blitter are confirmed to use 64-bit registers, although not all of the Jaguar's processors are 64 bits. As Eric Smith of Atari Corp. says, "one wouldn't call a 32-bit workstation with an 8-bit keyboard chip an '8-bit' machine."

Q. How can a graphics processor be the CPU?

A. The 64 bit custom graphics chip is a good general purpose RISC unit, but it has been optimized for graphics work. As Rob Nicholson of Handmade Software says, "There is no primary processor in the Jaguar. It's up to _me_ which I decide to use depending on the task."

Q. What kind of special effects can the Jaguar do?

A. The Jaguar is capable of doing the following visual effects:

- High-speed scrolling.
- Texture mapping on two- and three-dimensional objects.
- Morphing one object into another object.
- Scaling, rotation, distortion, and skewing of sprites and images.
- Lighting and shading from single and multiple light sources.
- Transparency.
- "Rendering" up to 850 million one-bit pixels/second (35 million 24-bit pixels/second, 26 million 32-bit pixels/second), or 50 million Goroud shaded pixels/second. "Rendering" is believed to mean transferring a pixel from a frame buffer to the screen.
- Sprites of "unlimited" size and quantity. Realistically, sprites can be over 1,000 pixels wide/tall, and the number of sprites allowed is limited by processor cycles instead of a fixed value in hardware.
- Programmable screen resolutions, from 160 to 800 pixels per line. The resolution can be increased even further with additional hardware.

Q. How come the Jaguar claims to have "32-bit" graphics, when 16 million colors only need 24 bits for rendering?

A. It is widely believed that the additional 8-bits is used for Z-buffering and/or an alpha channel, to allow the Jaguar to perform some of its special effects.

Q. Okay, get to the meat -- which is better, the Jaguar or the 3DO?

A. Ye Gods, the eternal question. The popular consensus is that the biggest strength of the Jaguar is that it deliveres performance comparable to the 3DO for a lower price ($250 Jaguar vs. $500-$700 3DO units). The same consensus say the biggest strength of the 3DO is the corporate strength behind it: over 300 developers, a consortium of multibillion dollar companies, more reliable advertising and promotion, etc. Whether or not this makes the games or the machines any better is (hotly) debatable.

Best bet, as always, is to try the two machines, see what games you like, which system offers them, then decide.

Q. What's the information on the CD-ROM drive?

A. A double-speed CD-ROM drive has been announced for release in 1994, with an estimated price of $200. It is reported that the CD-ROM drive is capable of transferring data continuously at 350K per second, or run at normal audio rates of 175K per second. Storage on a disc is expected to be around 700 megabytes (5,600 megabits). The CD-ROM drive plugs into the Jaguar's cartridge slot on top of the machine, and offers a cartridge slot to permit playing cartridge or CD games.

The Jaguar CD-ROM drive allows delivery of full-screen, full-motion video. The CinePak video decompression system has been licensed from SuperMac Technologies, and permits over sixty minutes of video to be stored on a single compact disc at 30 frames a second. Movie quality pictures can then be overlaid on the screen with computer generated graphics if the game demands it. Time-Warner has licensed a library of film clips from its movies to Atari for use in Jaguar games.

The Jaguar CD-ROM is also designed to interface with audio CD, Karaoke CD, CD+Graphics and optional Kodak

Continued next page ☛

Photo CD. The system will not be 3DO compatible or CD-I compatible. An optional MPEG2 (Motion Picture Experts Group) compression cartridge may also be available, to allow users to play full length motion pictures from CD.

The original release date for the CD-ROM drive is March, 1994. It has been reported, though, that it will be delayed until September 1994, to allow more CD games to be ready for its release.

Q. What's this "Panther" I hear about?

A. Quick history lesson: Sometime in the late 1980s, Atari Corp. was doing research and development on "next generation" video game consoles. There were two systems, a 32-bit machine called the Panther, and a 64-bit machine called the Jaguar. It is reported that work on the Jaguar was progressing better/faster than expected, so Atari abandoned the Panther to focus their energies on the Jaguar instead.

Reports of development work on the Panther have been whispered since 1988; some people have erroneously mistaken those rumors to be about the Jaguar.

The Panther reportedly was considered a "32-bit" machine by Atari, though for reasons unknown. It featured three chips, consisting of a Motorola 68000 running at 16Mhz, an object processor called the Panther, and an Ensoniq sound processor called Otis, featuring 32 sound channels. The Panther could supposedly display 8,384 colors from a palette of 262,144 colors, and could display 83,840 sprites of any size simultaneously.

Q. What do I get when I buy a Jaguar?

A. The Jaguar package has a suggested retail price of $250, and contains the Jaguar itself, one controller, an AC adaptor, and the game CYBERMORPH. There are rumors that a lower-priced package will be made available, without the free game, but that information has not yet been confirmed.

Q. I want something better than RF output from my Jaguar. What do I do?

A. Atari will be offering an adaptor in the near future (early 1994) to give the Jaguar RGB, S-Video, and other output formats. In the meantime, if you are willing to build your own composite video/stereo cable for the Jaguar,
Dennis Brown (dgb@owlnet.rice.edu) offers the following instructions:
Parts (from Radio Shack): 274-384 solderless phono plugs (4)
278-772 25-conductor ribbon connector
276-1564 34-position card-edge connecter

Cut off ten of the pins from the 34-position card-edge connector. Then, on the Jaguar's AV connector, wire the pins as follows:

```
1 3 5 7 9 11 13 15 17 19 21 23
- - - - - - - - - - - -
2 4 6 8 10 12 14 16 18 20 22 24
```

1 - Audio out 16 - Monochrome video (LUMA)
2 - Audio out 18 - Ground
3 - Ground 20 - Ground
4 - Ground 22 - Standard composite color video out

NOTE: If you are using standard composite video, the only video connection you need is pin 22. This is a full signal, not just the color complement to the monochrome output.

Q. How does the ComLynx port on the Jaguar work? Can I connect my Lynx to it?

A. The ComLynx port allows communication between Jaguar units and Lynx units. In theory, it would be possible to daisy-chain multiple units of either machine type for multiplayer games. At the current time, however, no such plans are in the works. Instead, it is seen as allowing Lynxes to be used as peripherals: software can be developed to allow Lynxes to be part of a Jaguar game as controllers.

Q. Who are the third-party developers for the Jaguar?

A. The following companies have been announced as official developers for
Jaguar software:

Anco Software Ltd. Maxis Software
Telegames Beyond Games Inc.
Microids Tiertex Ltd.
Dimension Technologies Midnight Software Inc.
Titus Eurosoft Ocean Software Ltd. Tradewest
High Voltage Software Rebellion Software Ltd.
Trimark Interactive Krisalis Software Ltd.
Retour 2048 U.S. Gold Ltd. Loriciel U.S.A.
Silmarils Millenium
Park Place Productions
Ubi Soft Gremlin Software Microprose
Accolade Virgin Interplay
21st Century Software Activision(?)

Also, Atari Games/Tengen has licensed the Jaguar architecture for use in future arcade games.

Q. What are the upcoming Jaguar games?

A: Note: These lists are hardly definitive. It's based on many sources, and in some cases, it just might be dead wrong. Games also often change from pre-release to production.

Upcoming Jaguar cartridge games:

Title	Players	Description

Continued next page ☛

Alien vs. Predator	1	Be the Marine, the Alien, or the Predator...
Al Michaels	1-2?	Baseball action with play-by-play Announces Hardball
Batman: The again Animated Series	1?	The protector of Gotham rises
Battlechess	1-2	Take the King and take a break
Battlewheels	1-6?	Build it, arm it, drive it, shoot it
Battlezone 2000	1	The tank wars continue
Brett Hull Hockey rink	1-2?	Red hot action in the ice cold
Bubsy in Claws Woolies Encounters of the	1	Save Earth's yarn from the Furred Kind
Charles Barkley	1-2	Professional basketball action Basketball
Checkered Flag II rendered 3D	1?	Formula 1 racing with fully
Cisco Heat	1	Race through the streets of San Fran
Club Drive resort	1?	Relax at a fantasy driving vacation
Crescent Galaxy planets	1-2	Side-scrolling shooting over five
Cybermorph changing ship	1	Rescue survivors in a shape-
Cyberpunk City a cartridge	1	William Gibson's futureview on
Dracula the Undead	1	Escape from the Count's castle
Dino Dudes:Evolution prehistoric dangers	1?	Guide humans to survive
Doom beasts	1	Crosstime war, big guns and bigger
Grand Prix	1?	Indy car auto racing in 64 bits
Jack Nichlaus' Power	1?	Go golfing with the great one Challenge Golf
Jimmy Connors' face Jimmy Tennis	1-2	Singles or doubles, you have to
Kasume Ninja moves	1-2	Hone your fighting skills with 91
Raiden	1-2	Destroy the enemy's military might
Steel Talons simulator	1	Take off in an Apache helicopter
Tempest 2000 zappers	1	Return of the demons, spikes, and
Tiny Toon TiToonium Adventures	1?	Stop Montana Max from mining

Upcoming Jaguar CD-ROM games:

Title	Players	Description
Dracula Jaguar	1	Bram Stoker's creature stalks the
Space Pirates space	1?	Scabbards, swashbuckling, and
Return to Zork rises again	1	The Great Underground Empire

Q. How can I reach Atari Corp.?

A. Customer Service: (408) 745-2000
Mailing Address: Atari Corp.
1196 Borregas Avenue
Sunnyvale, CA 94089-1302

Interested developers should contact Bill Rehbock at (408) 745-2082.

Q. How is development for the Jaguar done?

A. Jaguar game development environments exists for the Atari TT030 computer or an IBM PC/compatable. Art development can be performed on any machine, whether a low-end Apple Macintosh or commercial rendering software such as SoftImage.

Estimated price for a developer's package is $9,000 for the TT030 setup, and $7,500 for the PC/compatable platform. The package includes a Jaguar development unit, documentation, and development/debugging software. The PC development system is reported to have inferior debugging tools.

The centerpiece of the TT030 deveopment platform is DB, an assembly- language level debugging tool. The Jaguar and the TT030 are connected with a parallel cable, and software can be debugged interactively without interfering with the Jaguar's screen display. DB supports the use of scripts and aliases, which simplifies the use of complex or common functions.

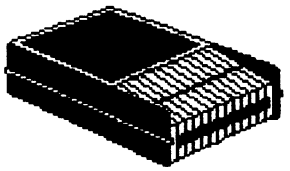
Atari grants final code approval, but does not see the need to "censor" games. Every game is given one man-month of compatability and quality testing before it is approved. Atari offers technical support via FAX, mail, electronic mail and voice. Atari allows developers to source their own cartridges, documentation and shells if desired.

--R.J.
B-)

////////////////////////////////|\\

Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.

Lynx up! "You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."



A NEW LOOK AT AN OLD BASIC (Part 1)

By Jim Gordley

BASIC XL Optimized Systems Software, Inc.

This article is intended for any body that has an interest in 8 bit Atari computers and, the beginners all purpose symbolic instruction code (BASIC). The system being used to venture into OSS's BASIC XL is an ATARI 1200XL with two ATARI 1050 disk drives, an ATARI 850 interface, a HabaModem 1200 modem, and, last but not least, a Seikosha SP-2000 printer.

Just like anything else I guess the best place to start is at the beginning. Not too long ago at the MFACC meeting a flea market of sorts was held. (if you were not there, you should have been) That is where I saw OSS BASIC XL for sale complete with 30 Days to Understanding Basic XL (OSS's Basic XL, not the basic that comes with a 600 or 800XL) and the complete BASIC XL reference manual. As soon as I opened the reference manual I noticed some reserved keywords that I had not seen before with Atari Basic, take a look at the reserved keywords. An asterisk(*) will denote those not available in Atari Basic. This article will attempt to explain the use of each of the keywords not available in Atari Basic.

OSS'S Basic XL is for the most part compatible with Atari Basic. I say mostly, because Basic XL has a larger selection of keywords (see the keyword listing). So if you used some of the keywords as variables or in your Atari Basic program then LISTed the program to tape or disk, then ENTER the program to BAsic XL, it would see those variables as keywords, thusly:

ATARI BASIC	BASIC XL
10 NUMBER=7	10 Num Ber=7

The first three letters in the variable NUMBER would be seen by Basic XL as the keyword Num, the rest of the variable, (automatically separated from the keyword) becomes the variable Ber=7. You can see how that would cause some problems. However, according to the Basic XL reference manual if the Atari Basic program was SAVEd to tape or disk then LOADed to Basic XL you shouldn't have any problems. If there is a problem you can always edit a LET statement in front of the offending variables.

10 LET NUMBER=7 10 Let Number=7

EXPLANATION OF TERMS:
exp - EXPression
aexp - Arithmetic EXPression
sexp - String EXPression
var - VARiable
avar - Arithmetic VARiable
svar - String VARiable
mvar - Matrix VARiable
ch - CHannel number
stmts- one or more STateMenTS
pm - Player/Missile number

[ ] - Any item in brackets is optional.

```
* BGET      #ch, addr, len
* BPUT      #ch, addr, len
  BYE
  CLOAD
  CLOSE     #ch
  CLR
  COLOR     aexp
  CONT
* CP        (same as DOS)
  CSAVE
  DATA      <ATASCII data>
  DEG
* DEL       line [,line]
* DIM       svar(aexp [,aexp])
  DIM       mvar(aexp [,aexp])
* DIR       [filename]
  DOS
* DPOKE     addr,aexp
  DRAWTO    aexp,aexp
* ELSE      <see IF>
  END
* ENDIF     <see IF>
* ENDWHILE
  ENTER     filename
* ERASE     filename
* FAST
  FOR       avar=aexp TO aexp [STEP aexp]
  GET       #ch, avar
  GOSUB     line
  GOTO      line
  GRAPHICS  aexp
  IF        aexp THEN <stmts>
  IF        aexp THEN line
* IF        aexp :<stmts>
  ELSE :<stmts>
  ENDIF
* INPUT     "...",var [,var...]
  INPUT     [#ch,] var [,var...]
* [LET]     svar=sexp [,sexp...]
  [LET]     avar=aexp
  [LET]     mvar=aexp
  LIST      [filename]
  LIST      [filename,] line [,line]
  LOAD      filename
  LOCATE    aexp,aexp,avar
* LOMEM     addr
  LPRINT    [exp [;exp...] [,exp...]]
* LVAR      filename
* MISSILE   pm,aexp,aexp
* MOVE      fromaddr,toaddr,lenaexp
  NEW
  NEXT      avar
  NOTE      #ch,avar,avar
* NUM       [line][,aexp]
  ON        aexp GOTO line [,line...]
  ON        aexp GOSUB line [,line...]
  OPEN      #ch, mode,avar,filename
  PLOT      aexp,aexp
* PMCLR     pm
* PMCOLOR   pm,aexp,aexp
* PMGRAPHICS aexp
* PMMOVE    pm[,aexp][;aexp]
* PMWIDTH   pm,aexp
  POINT     #ch, avar,avar
  POKE      addr,aexp
```

```
 POP
 POSITION  aexp,aexp
 PRINT     [#ch]
 PRINT     exp [ [;exp...] [,exp...]][;]
 PRINT     #ch [ [;exp...] [,exp...]][;]
* PRINT     [#ch] USING sexp, [exp[,exp...]]
* PROTECT   filename
 PUT       #ch, aexp
 RAD
* RANDOM    aexp [,aexp]
 READ      var [,var...]
 REM       <any remark>
* RENAME    filenames
* RENUM     [start][,increment]
 RESTORE   [line]
 RETURN
* RGET      #ch,asvar [,asvar...]
* RPUT      #ch,exp[,exp...]
 RUN       [filename]
 SAVE      filename
* SET       aexp,aexp
 SETCOLOR  aexp,aexp,aexp
 SOUND     aexp,aexp,aexp,aexp
 STATUS    #ch, avar
 STEP      <see for>
 STOP
* TAB       [#ch], avar
 THEN      <see IF>
 TO        <see FOR>
* TRACE
* TRACEOFF
 TRAP
* UNPROTECT filename
* WHILE     aexp
 XIO       aexp,#ch,aexp,aexp,filename
 ?         (same as PRINT)

FUNCTIONS:
 ABS(aexp)
 ADR(svar)
 ASC(sexp)
 ATN(aexp)
* BUMP(pmnum,aexp)
 CHR$(aexp)
 CLOG(aexp)
 COS(aexp)
* DPEEK(addr)
 EXP(aexp)
 FRE(0)
 INT(aexp)
 LOG(aexp)
* PEN(aexp)
 PTRIG(aexp)
 RND(0)
 SIN(aexp)
 STICK(aexp)
 STR$(aexp)
* TAB(aexp)
 VAL(sexp)
* ERR(aexp)
* FIND(sexp,sexp,aexp)
* HSTICK(aexp)
 LEN(sexp)
 PADDLE(aexp)
* PMADR(pm)
 PEEK(addr)
 SGN(aexp)
 SQR(aexp)
 STRIG(aexp)
* SYS(aexp)
 USR(addr [,aexp...])
* VSTICK(aexp)
```

(Continued Next Month)

(Editor's Note: Part 2 of this fine article by Jim Gordley will be presented in next month's newsletter. Jim Gordley is a fine member of the Mid-Florida Atari Computer Club and is a die-hard 8 Bit computer genius and he has made several contributions to the Club.

TOWERS

3D One or Two player Dungeon Game

Welcome, this is JV Enterprises first attempt at TRYWARE marketing for the Atari platform. What you have is the full version of Towers, with all the features intact. You can play several levels of the game without the manual. In order to progress further and complete the game, you will require the manual. The manual can be ordered through us for $15 U.S.
funds.

As a bonus, all registered participants will be eligible to win a Jaguar Game System, by finding and decoding an Easter Egg in the game and sending that information to us before May 31,1994. All registered users with the correct answer will then be thrown into a pot, and the winner of the Jaguar Game System will be selected at random. (Full rules and details are included with the manual.)

To register your game and obtain your manual, send a check or Money Order for $15 in US funds to:

JV Enterprises
PO Box 97455
Las Vegas, NV 89193-7455
USA
-OR-
By calling us with your Master Card or VISA at:
1-800-252-0194

Persons calling from outside US or Canada can reach us at: 702-734-9689

Towers requires a minimum of 928200 bytes of FREE memory left on your system. Towers will not run on a One Meg system with any Accessories or Hard Drive utilities or programs running.

It can be installed on a Hard Drive (with more than one meg). And, if you are running off of floppies, Towers can utilize a second Disk Drive.

Towers is compatible with the ST/STE/TT/Mega/Falcon systems. The program fits on two DS/DD disks. Please keep all files on the respective disk. The program will not work on a floppy system if files are mixed!

DISTRIBUTING TOWERS IS EXPRESSLY PERMITTED AND DESIRED

(c)1993 JV Enterprises

Fair Fight?

A FAIR FIGHT

(Editor's note: This article was written by an unknown author, however it presents a viewpoint worthy of consideration and it is timely.)

In the last couple of months, I have heard much information about the Falcon 030 being compared to other systems. I have decided to write this, not because I want make one system better than the other. But because I want the Falcon to be on an equal playing field as others make their comparisons.

The information following show much of the hidden power that lies inside the Falcon that is not included in comparisons. Even with these benchmarks, there are still advantages to designing a system one way or another. The following information does not try to impose that one type of design is better, but just tries to lay down Facts on benchmarking and performance. Even though benchmarking in the end is not the most effective way to determine the speed of the system. I thought that the benchmarks AS IS deserve mentioning.

The Main System

Most of the comparisons I have heard revolve around the single CPU. Since most systems contain only one real processor it is a natural instinct to only compare CPUs between systems and ignore all else. The CPU included with the Falcon is not the fastest CPU by any means. But it is a competent CPU and runs at a respectable speed for general processing.

Before we begin benchmarking, I would like to show how a programmer may design their program. Most programmers program the 'bulk' of their program in 'C.' While doing the bulk of the program, they are not concerned with speed, and usually program code that is not the fastest for the computer to run, but the easiest for the programmer to understand while working and fixing his/her code. In this case, optimizing for speed will not show any noticeable benefits.

Where speed is important is with repetitive coding. Parts of the program that must run over and over in a loop of some sort greatly benefits from optimized code. To give an example, Raytracing. Most of the raytracing program just handles windowing, user input, and other various tasks. But where the speed counts the most, is in the Raytracing itself, which could take hours to perform. Improving that routine by two can cut the waiting time in half. If the raytracing program was a 300k program, maybe 1k of that code would effect raytracing time. The rest would be general maintenance and raytracing preparation.

Multiprocessing Systems

Designers of computers know that most of the code do not NEED the speed and design systems around that fact. It does not mean it is a better system, it just means it is a different way of doing something.

The Falcon 030 is such a system. Consisting of a CPU, BLiTTER, and DSP, in the same housing. The benchmarks below do not include DMA. The CPU was designed for general tasks. The BLiTTER is a high speed memory moving processor that can move memory much faster than the CPU. The DSP is a high speed number crunching processor that can handle any intensive math operation, like our Raytracing program illustration. Alone, each processor would not make an effective computer, because of the limitations of each, but together they compliment each other by filling a hole in the performance of the other processors.

Multiplication Benchmark

Here is a multiplication comparison of 5 processors, 2 of which is in the Falcon.

Processor	Speed	Clock time	Bit Size	# of mults @ sec.
68000	8mhz	74 clocks	16x16=32	108,000 appx
68030	16	28	16x16=32	571,500 appx
80486	66(internal)	20 ave.	16x16=16	3,300,000 appx
ATT3210	55	4	???????	13,750,000 appx
56001DSP	32	2	24x24=48	16,000,000 appx

As you can see, the Falcon's CPU alone is not lightning fast by any means. However, with the DSP running at the same time, the potential for multiple math operations is staggering.

Even though the DSPs multiplication times are theoretical, because of the fact that the DSP can run instructions in parallel. Because of this fact, and depending on if a programmer optimizes the code to take advantage of the parallel processing, the DSP could run faster in comparison. In the DSP User Manual, Motorola claims that the DSP can do a 24x24bit multiply, a 56 bit addition, two data move, and two address-pointer updates can be executed in a single instruction cycle (2 clocks).

I have also included a comparison with the Mac's 660AV system, which also has a DSP chip, the ATT3210.

Binary Move Benchmarks

This instruction compares the about of bytes that can be moved from a source address to a destination address. There are two comparisons, one is a flat memory move, like moving a 200k chuck of memory to another place.

Processor	Bus Speed	Type of Memory	Bytes per Second
68000 8mhz	8mhz	ST RAM-16bit	2 Megs appx.
68030 16mhz	16mhz	ST RAM-16bit	4 Megs appx.
BLiTTER 16mhz	16mhz(HOG)	ST RAM-16bit	12 Megs appx.
80486 66DX2	33mhz	conventional-32bit	24 Megs appx.
		protected mode-32bit (using 32bit reg)	48 Megs appx.

The next one is a screen move, like moving a window on the screen from one place to another. Because memory is linear (one dimensional) extra steps needs to be taken in order for the window to move correctly in a X-Y coordinate system(two dimensional). These blits are replace mode blits, Transparent modes, would produce different results.

Processor	Bus Speed	Type of Memory	Bytes per Second
68000 8mhz	8mhz	ST RAM-16bit	1 Meg appx.
68030 16mhz	16mhz	ST RAM-16bit	2.6 Megs appx.

BLiTTER 16mhz 16mhz(HOG) ST RAM-16bit 12 Megs appx.
80486 66DX2 33mhz conventional-32bit 13 Megs appx.
protected mode-32bit (using 32bit reg) 26 Megs appx.

The Falcon's CPU again is not impressive. But the BLiTTER more than makes up for access to RAM, especially for graphics bit-blits to screen, like mouse pointers, windows and other graphic displays. The 486 processor has a 33mhz Bus Speed and an internal clock of 66mhz that is what the '2' means in the 'DX2.' When working with internal math, the 486-66DX2 is twice as fast as the 486-33DX, but when accessing RAM there is no difference between processors.

Bus Bandwidth

This is the last comparison I will show. This is becoming a popular way to express the 'possible' speed limit of information traveling to and from the BUS. Here is a comparison between a couple of system's Bandwidth. I have included the DSP's Bus Bandwidth, since the DSP has its own SRAM and is just about a computer by itself.

System Bus Width	#of Data Buses	Bus Speed	Bus Bandwidth
Atari ST 16-bit	1	8mhz	16megs @ sec.
Falcon 030 16-bit	1	16mhz	32megs @ sec.
Jaguar 64-bit	1	13.5mhz	108megs @ sec.
80486-66DX2 32-bit	1	33mhz	132megs @ sec.
56001DSP 24-bit	4	32mhz	384megs @ sec.

This is a theoretical speed limit of the maximum possible number of bytes that can move though the bus at any given time. It is not that systems run at this limit, but what is possible. Some systems can come closer to this limit that others. The Falcon is one such system that can operate close to this limit. I have not tested other systems or learned there hardware limits to mention them.

The Local-Bus Solution

The Falcon splits that bus limit between CPU/BLiTTER/DSP/DMA access and video display system. The Falcon's Video is 32bits wide and runs at 16mhz. The split is made every other clock so 8,000,000 clocks goes to the Video and 8,000,000 clocks goes everywhere else. This gives the Falcon fast access to the video. This is similar to the 486-66DX2 local bus system, which also has 32 bit access, except it is at 33mhz and not 16mhz.

Conclusion

These benchmarks were not meant in any way to be critical of one system over another, but to show the difference in design. These benchmarks do not even begin to explain the differences in TRUE performance or speed. It is just an indication of these systems, and others. This was just written to place the Falcon on a more even playing field with other systems.

The true test comes when you compare the machine for your needs or wants.

APPLE MAKES SIX ANNOUNCEMENTS

Apple Computer made six announcements this week regarding new products, computer connectivity and developer tools. The announcements include the following: The Newton MessagePad 110 which incorporates new improvements, features, and design modifications which are based upon suggestions from customers and licensees. The Newton Messagepad 100 will give customers a choice between the original Newton MessagePad form factor and that of the new MessagePad 110. Also announced was an Upgrade Program For Original MessagePad Owners To enable Newton customers to benefit from the rapid evolution of Newton technology, Apple will offer existing owners of the Newton MessagePad an attractive upgrade program. The upgrade will be available in the United States starting April 1994 by calling 800-SOS-APPL, in the United Kingdom in April 1994, and in some other international markets later in 1994. Newton Connection v 2.0 enables users to exchange and share their MessagePad information -- notes, letters, name-cards, to-do lists, appointments, and even information created with many third party applications -- with common desktop personal information management (PIM), word-processing, spreadsheet and database applications, running on the Macintosh platform. A new Version of the Newton Toolkit will also be shipping soon. The Newton Toolkit is a powerful, sophisticated, yet easy to learn development environment designed to reduce significantly the time taken to develop creative Newton applications.

INTERNATIONAL STANDARD TO BE USED

Seventeen American and European computer software vendors told business leaders of their plans to incorporate STEP, the international Standard for the Exchange of Product

Rai - Den

Review of Rai-Den for Jaguar

by Ethan Larson

Hardware: Jaguar and one controller. (two controllers for two player)
Price : $49.95 list price
Type : Vertical Scrolling Shoot Game

Those of you who have been looking for a good port of this excellent arcade shoot-'em-up need look no further. Aside from minor details, this is a replica of the arcade machine.

Rai-Den is a relatively simple game : blow away anything that moves (except for the cows down on the ground). The player flies a jet fighter through a series of levels, eight to be exact, shooting everything in sight. At the end of each level is a "Big Bad Guy", who takes a lot of damage before dying. Some of them even change their attack patterns as they take damage. For instance, the BBG (Big Bad Guy) on Level 3 first attacks with a 2x4 bank of guns. After blowing those away, the entire top of the BBG explodes, revealing 5 spead fire guns beneath. After destroying these, a larger spread gun appears, and proceeds to shoot bullets all over the screen. After hosing on him some more, he finally explodes, ending the level. The ultimate goal of the game is to survive all eight levels, and hose the Big BIG HUGE Bad Terrible Guy at the end of Level 8.

Each level consists of a long flight through heavily fortified enemy territory. Enemy defenses include ground emplacements, tanks (lots of these) of various types, jets and planes of various types, and a few other oddities. The BBG's are all large machines of some sort or another, and most of them go through several transformations as you continue to pummel them. As you go, there are medals and bonus items strewn in your path. At the end of a level, the medals you've collected are multiplied by the bombs you have left, and then by 1000. This is the end of level bonus. My best so far has been 6 bombs, 20 medals on level 3. The problem is that free fighters come at 150,000, 400,000, and every 400,000 after that. So use your bombs to live, or save them for points for more fighters to live. The problem is if you die, you lose excess bombs, and your medal count goes to zero. This adds a nice greed element to the game.

Fortunately, the game provides power-ups. These are in the form of floating squares that the player must chase down to catch. They are red or blue front-firing shots, or green or yellow missiles. The red gun speads its power out, covering the screen when fully charged up. The blue gun concentrates its power straight forward. The yellow missiles are direct fire and unguided, while the green are guided and home in on the closest target. The yellow missiles do more damage, however. If you have red shots, and pick up blue, you switch to the blue gun, at the same power level. Same goes for the missiles : if you pick up the color you don't have, you switch missiles types, and stay at the same power. Also, you have Nuclear Bombs. These create a huge (1/4 the screen) explosion that lasts about 5 seconds. The explosion damages anything in it (excluding the player) and stops enemy bullets from passing through. These are in short supply. Each player ship starts with three, and only about two extras are available per level. There are twice as many power-ups in a two player game, with the same amount of enemies. If you die, you lose all of your firepower, except for a few merciful squares that are released from your exploding fighter. This way, if you die, you aren't reduced to the poot blaster.

Those of you familiar with the arcade machine will want to know what details are different. Some of the enemy firing patterns are different, for example, the square tank on Level 1 with the quad-rotating guns that shoots the spray of bullets in the arcade, only shoots a spiral on the Jag. The arcade machine allowed the players to "sweep" the screen from left to right to reveal more of the terrain below. In the arcade, if you moved all the way across the screen, it took a few seconds for the side scrolling to catch up with you. On the Jag, the screen only scrolls when you are moving left or right. However, if you move from the far right to the far left, it doesn't cover the whole layout. You must continue to push left to continue scrolling the screen. Unfortunately, this means an enemy off the side could run into you while doing this. This is my biggest complaint about this cartridge. After playing a while you will memorize the positions of the enemies, and this will be less of a problem. The time delay between levels is about 10 seconds too long, and it seems as if the game will never continue. The music seems to use the same melodies, but the instrumentation is that of a rather cheesy synthesizer. Also, the blue gun is more effective against BBG's than in the arcade.

As for the nice details they remembered, there are many. The shadows of objects in the air are not just black; They are a half-tone reduction of the terrain beneath them. Two shadows together make a darker one. Also, when your ship reaches a certain level of power-up, it transforms into a larger ship. The transformation is done in several frames of animation, as it should. Those little towers that blew up in the arcade as a series of explosions act the same way on the Jag. I personally could never resist destroying those in the arcade because the explosion was so neat. You can hit a button on the Player 2 controller, and play the blue ship in a one player game. This is nice, so you are not forced to get accustomed to playing red, when one person must play blue in a 2 player game. One other small detail they remembered is that when you die, your fighter explodes into about 30 pieces that radiate and damage anything they hit (except your fellow fighter pilot).

The difficulty level of the game is adjustable, since you can determine how many credits to use. Recently I used several credits to see what happens if you finish all 8 levels (I can't get past Level 7 with just one credit). It gives you a 1,000,000 point bonus, and sends you back to level 1. This would be a bummer, but the enemy shot speed increases. Now you are challenged to complete the 8 levels again, but now they are much more difficult. For the player who only uses one credit, this game should offer endless challenge. Nice that the high scores are retained in the cartridge's memory.

Overall, this game has excellent gameplay, graphics nearly identical to the arcade machine, good sound effects, and plenty of challenge. Its weak points are the music and the side-to-side screen scrolling system. On IG's rating scale of one to ten, Jaguar Rai-Den gets an 8.

Round Table

Dateline Atari with Bob Brodie
March 4, 1994

with Special Guests

Tom Gillen, Hank Cappa,
Joe Sousa, Faran Thomason

Host - Lou Rocha

<[HoST] ST.LOU> Just before we open tonight's conference, I would like to extend my condolences to the family of comedian John Candy who passed away in his sleep this morning. John Candy was a talented person renowned by many. He was also a Canadian, a Torontonian, and a classmate of mine through high school. His talents will live forever on celluloid but his magnanimity will only be known by those who lived with the man whose heart was his biggest attribute.

Welcome to the March edition of Dateline Atari with Bob Brodie. With the spring season almost upon us (thank goodness!), the national rollout of the Jaguar is imminent. TT's have begun shipping again, although in unknown quantities. Bobto our GEnie support crew, Hank Cappa and Jose Sousa. Hank and Joe don't have accounts yet, but we're expecting to have them online sometime next week. After we finish up our opening remarks, we'll be happy to talk about Jaguar titles to the extent that it's possible to...the guys are working on a large number of titles, most of which we can't tell you about tonight. But some of them we can! :-)

As most of you are aware, much of Atari's push right now has been with the Jaguar. We've been criticized for not having more staff available for online support here on GEnie. And rightfully so! So, we've added a number of new accounts to our online staff. With that, I'll turn in over to Tom, so he can introduce himself along with Hank and Joe.

<TOM.GILLEN> Hello everyone! My name is Tom Gillen, and I am the Software Test Group leader here at Atari. I am thrilled about being on GEnie, as this enables me to communicate directly with the people that mean the most to me; the ones that support Atari! I have been with Atari since the Warner days, and have always been involved with the Software Test side of things, as well as a little bit of Hardware testing. I have tested Software on everything from the 2600 to JAGUAR, and I'm still not tired of it!! I love what I do, but there are other people that help complete the picture, and two of them are here with me tonight;

Joe Sousa and Hank Cappa are two of my testers, and let me assure you that the Test Department here at Atari is quite a competent bunch! Our testing procedure consists not only of "play testing" for program bugs, but also providing the Product Managers and Developers with game ideas and enhancement suggestions, many of which have made their way into many different games. Our focus for quite a while now has been the JAGUAR, but we are still testing LYNX games as well. As far as FALCON software, the testing and development has been moved to the UK, but I still have a great personal interest in seeing the FALCON succeed. My computer setup includes a FALCON and a TT, both of which I love, and am always hungry to do new things with (anybody seen the TT VGA emulator for the TTM195? WOW!!). I will freely admit that I am no computer "know it all" that can recite all the specs at the drop of a "chat", and have acutally learned many things myself by scanning the ST message areas here on GEnie (love em!); but if and when I can help out with computer related questions, I will! I would now like to introduce Joe Sousa and Hank Cappa, both of whom will have their own GEnie accounts soon, and are eager to help out with the Atari presence in the message areas. Thank you for being there, and I look forward to participating here on GEnie!

<JOE SOUSA> My name is Joe Sousa, and I am a game tester at Atari. My first real project on the JAGUAR was designing levels for CYBERMORPH, eight of which are in the game. I was also lead tester on RAIDEN, and TEMPEST 2000. I am currently working as co-lead tester/game designer for KASUMI NINJA, along with my partner, Hank Cappa.

<HANK CAPPA> Hi, I'm Hank, and I've been with Atari since last November. I've tested DINO DUDES, RAIDEN, and TEMPEST 2000. I am also a co-designer and lead tester for KASUMI NINJA. I have also tested many upcoming LYNX titles. I personally enjoy fighting games (Dragonball Z 2), R.P.G's (Arena: The Elder Scrolls), Strategy Games (Super Giant Robot Adventure 3), and DOOM.

<BOB-BRODIE> Also coming on-line with us tonight is Faran Thomason. His GEnie mail address is F.Thomason. Faran would also like to introduce himself to you all.

<F.THOMASON> Hello My Name is Faran Thomason. I am a former tester.

<BOB-BRODIE> You will also be hearing from Hans Jacobsen (H.JACOBSEN), infamous as Mr. Dino Dudes and Mr. Dinolympics at Atari, Sean Patten (SEAN.PATTEN) lead tester for Cybermorph who just had all of his hints for Cybermorph printed in Video Games Magazine, and Ted Tahquechi (TAHQUECHI), the producer for Kasumi Ninja. Ted couldn't join us tonight, as he is in the UK working in person with the developer of Kasumi Ninja. Susan McBride, Director of Art will be online at here GEnie address of S.G.MCBRIDE. As you can see, we're shoring up our online presence to ensure that GEnie is the number one source of information for Atari users everywhere!

In recognition of the support from our most avid users, we're pleased to make a special offer to our online customers!

To celebrate the impending release of the award winning Tempest 2000 for the Atari Jaguar, we're offering a special price to our online customers of just $40, plus $3.50 shipping and handling for a total of $43.50. The suggested retail price of Tempest 2000 is $59.99, and normal shipping cost is $4.95! You save over $21 on this terrific game!!!

Here's the deal: All orders must be received in GEnie mail to my address of BOB-BRODIE by 11:59 PM Pacific Time on Sunday, March 6th. As a bonus, Atari will randomly select 10 (ten) names that will have their cartridges shipped to them early next week. The balance of

the orders will be shipped when Tempest 2000 officially arrives. Orders must be accompanied by a valid Visa or Master Card number, including the expiration date of your card. Sorry, no COD's or checks. California residents, add $3.30 state tax. We can only ship to North American shipping addresses, no P.O. Boxes for addresses please. Please include a telephone number. All orders will be shipped via standard ground services.

Orders from the Internet and other networks are also welcome: send your e-mail to via GEnie's Internet bridge to: BOB.BRODIE@GENIE.GEIS.COM

Please feel free to tell your friends about this special offer, but remember you must respond online. If we find you like this promotion, and it helps to get everyone excited, we can do more online promotions in the future!

Remember, I must have your order in my e-mail box by 11:59 PM Sunday, March 6, 1994 in order for you to get this special price! Please mark the subject of your email Tempest Offer to help me sort through the mail.

We're also offering a special deal to attendees of this weekend's SCORPIONS Concert at the San Jose Arena. You can get a free Scorpions CD single when you purchase an Atari Jaguar! Concert goers will be presented with a coupon upon entering the San Jose Area to fill out and obtain their CD via mail. This special offer will expire on April 5, 1994. There are still good seats available for the Scorpions concert available thru Bass-TicketMaster. The concert begins at 8:00 P.M., seats start at $19.

On the PR front, Atari's own Bill Rehbock has been invited to participate on the syndicated radio program, "On Computers" with Leo Laporte and Gina Smith which will air this coming weekend March 5th, and March 6th. Leo Laporte is a well known Bay Area radio personality, and Gina Smith is the Editor-in-Chief of Electronic Entertainment.

I urge you to tune to the appropriate station in your area if you can. You may wish to call the station and let them know you like their program content at those times. You may also consider writing a letter to the station to share your views. In any case, I hope you can tune it in in your area and will share your afterthoughts online!

Kudos to Dave Shorr, who previously uploaded a file to the libraries of the Atari ST RT showing the times and stations that carry this program! This listing not only give you the station call letters, but gives you the power of the station as well, just in case you haven't tuned in to the show before:

"On Computers" RADIO SHOW SCHEDULE

STATION MARKET ST PWR FREQ DAY TIME

KENI-AM ANCHORAGE AK 5K 550 SAT 09P-12A
WJHO-AM OPELIKA AL 5K 1400 SUN 10A-12N
KWHN-AM PT. SMITH AR 5K 1110 SUN 12N-02P
KOLW-AM ARYO GRD CA 1K 1300 SUN 10A-01P
KNZR-AM BAKRSFLD CA 1K 1250 SUN 10A-01P
KKTR-AM FRESNO CA 1K 1430 SUN 10A-01P
KNCO-AM GRASS VLY CA 1K 830 SUN 10A-01P
KORV-AM OROVILLE CA 1K 1340 SUN 10A-01P
KFBK-AM SACRAMENTO CA 5K 1530 SUN 10A-01P
KFMB-AM SAN DIEGO CA 5K 780 SUN 10P-01A
KNBR-AM SAN FRAN. CA 30K 680 SUN 10A-11N
KVEN-AM VENTURA CA 1K 1450 SUN 10P-01A
KGTW-AM ALAMOSA CO 5K 1450 SUN 12N-02P
KFKA-AM GREELEY CO 5K 1310 SUN 11A-02P
KCSI-AM PUEBLO CO 10K 590 SUN 11A-02P
WRC-AM WASH. DC 5K 980 SUN 01P-04P
WDEL-AM WILMINGTN DE 5K 1150 SUN 01P-04P
WHNZ-AM ST.PETES. FL 5K 580 SUN 01P-03P
KOU-AM HONOLULU HI 10K 760 SUN 06A-09A
WOC-AM DAVENPORT IA 5K 1420 SUN 12N-02P
KQAM-AM WICHITA KS 5K 1410 SUN 12N-02P
WLXG-AM LEXINGTON KY 5K 720 SUN 12N-02P
KPEL-AM LAFAYETTE LA 5K 1420 SUN 12N-03P
WHDH-AM BOSTON MA 50K 850 SUN 01P-03P
WPEP-AM E.TAUNTON MA 5K 1570 SUN 01P-03P
WXYT-AM DETROIT MI 5K 1270 S/S 03P-04P
WPNT-AM FLINT MI 1K 1420 SUN 01P-02P
KMBZ-AM KANSAS CI MO 5K 980 SUN 12N-03P
KFRU-AM COLUMBIA MO 5K 1400 SUN 12N-03P
WQNX-AM ABERDEEN NC 1K 1350 SUN 01P-03P
WBZO-AM EDENTON NC 2.5K 1260 SUN 01P-04P
WNCT-AM GREENVILLE NC 10K 1070 SUN 01P-04P
KATK-AM CARLSBAD NM 1K 740 SUN 11A-12N
KVSF-AM SANTA FE NM 5K 1260 SUN 11A-12N
KRSN-AM LOS ALAMOS NM 5K 1490 SUN 12N-02P
WIIK-AM CLEVELAND OH 5K 1420 SUN 01P-04P
WKRN-AM YOUNGSTOWN OH 5K 570 SUN 01P-04P
KTOK-AM OKLAHOMA C OK 5K 1000 SUN 12N-03P
KXL-AM PORTLAND OR 5K 750 SUN 05P-07P
KYKN-AM SALEM OR 5K 1430 SUN 10A-12N
WCMB-AM HARRISBRG PA 5K 1200 SUN 08P-11P
KFON-AM AUSTIN TX 5K 1490 SUN 12N-03P
WTAW-AM BRYAN TX 1K 1150 SUN 12N-03P
KOBS-AM DALLAS TX 5K 1190 SUN 12N-03P
WOAI-AM SAN ANTON. TX 50K 1200 SUN 12N-02P
KSRR-AM OREM UT 1K 1400 SAT 11A-12N
KMOR-AM SALT L.C. UT 5K 1320 SUN 11A-12N
WLVA-AM LYNCHBURG VA 1K 590 SUN 01P-04P
WLEE-AM RICHMOND VA 5K 1320 SUN 12N-01P
WFIR-AM ROANOKE VA 5K 960 SUN 01P-04P
KING-AM SEATTLE WA 5K 1090 SUN 04P-06P
KXLY-AM SPOKANE WA 5K 920 SUN 10A-12N
WTZM-AM LA CROSSE WI 5K 1410 SUN 12N-03P
WTSO-AM MADISON WI 10K 1070 SUN 12N-02P
WCHS-AM CHARLESTON WV 5K 580 SUN 01P-04P

On Monday morning, we will be releasing a press release annoucing a total of 86 (eighty-six) developers that have signed on to develop new titles for the Jaguar. Amount the 48 new partners that we're going to be announcing are ReadySoft Inc., publisher of Dragon's Lair, Space Ace, and Dragon's Lair II; Bullfrog Productions Ltd, developer of Populous and Powermonger; Imagineer, publisher of Wolfenstein-3D (SNES); Jaleco, a leading manufacturer of arcade games and home video games including Super Bases Loaded and Pro Sports Hockey; and Sculptured Software, developer of Mortal Kombat for Acclaim.

The remainder of the developers will be presented in the press release on Monday. I will have that online as soon as possible.

With that, I think we're ready to take on some questions, Lou! Let's talk Atari!!!!

<[HoST] ST.LOU> Whew! Bob, did you order a party size pizza for tonight? We have 17 in queue.

<BOB-BRODIE> I'm goin' without...

<[HoST] ST.LOU> First, Sean Dougherty

<[Sean@TWP] P-DIRECT> Now that TT030's are available, dealer restrictions have been eased, developers are selling tons of new innovative hardware and software products, and Processor Direct is on the press, what plans does Atari have to help continue the beginning of this forward moving trend in the computer realm?

<BOB-BRODIE> We will continue to work proactively with our developers to continue moving forward. We are placing a new co-opt program in place to assist the dealers advertise. Congratulation on getting Processor Direct to press. I look forward to seeing my issue soon.

<[Sean@TWP] P-DIRECT> Does that include TV ads?

<BOB-BRODIE> We are open to TV ads via local cable with our dealers, it's certainly something that we've done before.

<[HoST] ST.LOU> Thanks, Sean. B.DUNCAN had to leave. He asked me to ask for the first ten cities to get the ad campaign?

<BOB-BRODIE> The first ten cities are not public information at this point, but will be announced soon.

<[HoST] ST.LOU> OK, on to Brian Harvey

<BRIAN.H> Hi Bob and all of the Atari personnel with new GEnie accounts! What is the status on the patch for ATARI WORKS? I know Atari is losing sales and, more important, respect, over this need for a patch to solve the BPS (Black Page Syndrome). Is there anyway in the meantime that users can get a lower version which does not have the BPS? There has been a lot of talk in the Atari WORKS topic but nothing substantial yet. I know Pradip is busy with the Jaguar but there are even some people I have talked to that won't buy a Jaguar because of the way Atari is presently handling the computer end of things. They don't want the same thing happening to them later. (No offence meant Bob.)

Also, any news about Atari products for Atari computers? Not third parties? It is good news about the TT and the other recent developments. Unfortunately, there are some of us who never wants a Jaguar unless it is TOS compatible and has a keyboard. Thanks Bob and have a great RTC!

<BOB-BRODIE> Hi Brian, I know that Pradip is deeply concerned about the Black Page Syndrome and is hard at work on it, but you are correct...it is not his number one priority. I am in discussions with my superiors at Atari to see if there is some way we will be able to help our users obtain a lower version of Works.

([HoST Note] After the formal part of the conference, Bob posted this message: <BOB-BRODIE> Papa, Pradip stopped by tonight while we were RTCing...said he thinks he's got a fix but hasn't checked it.)

Re your friends that won't touch the Jaguar because of the way that the computer end of things...I can understand that to a degree. However, it must be clearly understood by all that the computer hardware business is very cut throat right now on all fronts. We must concentrate on the Jaguar in order to generate profits.

I also understand that many of our computer users don't care about the Jaguar unless it has a keyboard and a mouse....and I believe that that time will come. However, that is a ways off. At this point, we're working with developers to ensure that they have the information that they need to do after market products for the Falcon like the 040 boards that you have been hearing about. These will be products that will have to come from the developers, and not from Atari.

<[Ken (Mar-Vel] K.STEVENS1> Hi Bob, I have four quick questions, well maybe not so quick:
1. There was a rumour that IBM was having problems with one graphics chip on the Jag and this was causing a slow down in production. Any truth to this and has it been corrected?
2. Can you give us an update on the release dates for some of the upcoming games? How are third party games going?
3. Are there any third party items coming out in the near future, by this I mean controllers, cartridge cases, etc.
4. How is the production of Kasumi Ninja going? Some people believe that AvP will be the system seller. I think that Kasumi Ninja will appeal to the younger audience more and once the kiddies have seen it, they will pester, uh, I mean, ask their parents to buy the Jag for them.

<BOB-BRODIE> Just four, eh Ken? :-) IBM did have a problem with some of the Jaguar sets that they built. That did cause some delays. They are still a bit behind. Re the release dates for the games, Tempest is due in, and we're working hard on Checkered Flag II, Alien vs. Predator, and Club Drive. I understand that Microprose is very close with GunShip And in general, we expect to see a number of titles in the April-June time frame from the 3rd party groups. I haven't seen any concrete info on the other accessories that you asked about, but I know that we're interested, and that there has been interest from the third party groups. RE Kasumi Ninja, Tom and his crew will answer that. :)

<TOM.GILLEN> Kasumi Ninja is heavily into the development stage, with the producer currently in England working with HMS, digitizing characters for the game. Some of the characters that we are proposing are an America Indian, and a Scottsman, and a Goth (Attila the Hun type). We are intending this game to be a real gore fest, with lots of blood and gore. There are several testers that are looking very forward to testing this game!

<FAIRWEATHER> My 2-year old STacy has been rendered nearly useless by the same dim screen defect that several other STacy owners have reported here on GEnie. TCN says new screens cost $600+ and are unavailable anyway. Can Atari help me or am I SOL? Also when can we expect to see a new Falcon TOS to fix the "memory leak"?

<BOB-BRODIE> Hmmmm, I hadn't heard about that before David. I'll be speaking to Jim Jackson in our dealer service area to see what can be done. $600 is quite high. I'm not familiar with the "memory leak" your talking about...what's the scoop on it?

<FAIRWEATHER> Every time you open a window on the Falcon it uses up quite a bit of memory that is not returned when the window closes. Eventually you will bomb.

<BOB-BRODIE> I have never heard of that. Please send details (if there are more) in email, and I'll get a hold of the software guys and see what can be done.

<[HoST] ST.LOU> Thanks David and Bob... on to JL Battey, deep in the heart of Texas!

<J.BATTEY1> Has Silicon Graphics ever worked on a Consumer Electronics device before (to your knowledge)? Any and all please reply. [KGBS in Dallas, not KOBS, but at least the BS part was easy] ?B^) Chances for a Jag version ThrustMaster?

<BOB-BRODIE> Re Silicon Graphics, not that I'm aware of. I assume your talking about Project Reality....Re ThrustMaster...personally, I think $90 is kinda pricey for a joystick but anything's possible.

<[Dave] D.SHORR> Who makes the Jaguar chipset(Tom and Jerry)? Is Phillips building the Jaguar's CD-ROM peripheral(I read this off of a CD:))? GA.

<BOB-BRODIE> The makers of the Jaguar chipset and the CD is not for public consumption at this time. Sorry.

<[Shadow] D.VANTREASE> What games are being developed for the Jag CD and/or VR? Any Star Trek or Star Wars/X-Wing games in the works? And THANKS for the GEnie-Tempest deal !!! (Also, why the delay on the S-Video cables?!) :-)

<BOB-BRODIE> Hi Shadow...I'll let Faran talk about the CD games.

<F.THOMASON> We are currently developing a Cyberpunk action adventure game for the CD ROM.

<BOB-BRODIE> Re the Star Trek game, Spectrum Holobyte has the rights to that title, and they are now the owners of Microprose...so they kinda are devs for the Jaguar now. I know that they are interested in doing the game for the Jaguar. The S-Video cables are now on the way to retailers, we got them in and they went back out the next day! Glad you like the Tempest thing...:) GA

<[Zombie] R.ANISKO> Bob, just wondering if Atari has considered making a "Jaguar card" (and cartridge peripheral?) for PC's -this way you could sell Jags and still take advantage of the PC market as well - I'm sure some of the Jag's features would be quite palatable to computer makers and owners for video games and other STuff....and of course, a (VME?) card for us ST'ers would be nice as well :-) ga

<BOB-BRODIE> Hiya Zombie...yes, we've indicated almost since day 1 that we're considering doing a Jaguar card for PCs.

<[Barry] B.CANTIN> Hi, Bob - I don't have a Jag, but I DO have a LYNX. Perhaps you or Hank Cappa could fill us in on what's upcoming for the Lynx in the next couple months... Thanks!

<BOB-BRODIE> As Hank quivers before the keyboard....

<[hank] TOM.GILLEN> I recently have been looking at Battlezone, Missle Command/Asteroids, Fat Bobby..... Also to come are Road Riot (2 player), Relief Pitcher, Full Court Press, and Heavyweight Contender (Boxing).

<[Tony] WETMORE> Hiya Bob, Tom, Hank, Joe and Faran! (hope I got everyone) As it happens, I'll be out in California (Sunnyvale area), in a couple of weeks. [;-) Any chance I'll be able to pick up Tempest 2000 and an s-video cable while I'm out there? Also, are you guys still swapping s-video cables for the original (bad) RF cables, free? <g>

<BOB-BRODIE> Tony, we'll see what we can do for you. I'm probably going to be on vacation when you come to Sunnyvale....but I'll try to have Don Thomas primed to help you out!

<[Fruitty] G.GEORGE3> Hi there you lucky guys at Atari! I want to ask someone what the story is on a possible Lynx adaptor for the Jaguar? I read in the Nov. '93 GamePro that "...A late breaking peripheral announcement call for the Jaguar to be used as a main server and support network Lynx multi-player games." If it isn't in development, it sure ought to be! I gots me 10 multiplayer Lynx games and nobody to play with! Also, could someone give some details about Jaguar Blue Lightning? I love that game!

<F.THOMASON> Jag Blue Lightning is being devloped by the guys that did Cybermorph. It is slated to be a CDROM Game.

<BOB-BRODIE> Re the Lynx/Jag connection. Our developer staff is anxiously working with ALL of the developers to encourage them to build this feature into their games. With over 86 devs now, I think that there is plenty of chances for that kind of thing to happen, Fruity. :)

<[Thunderbird] D.ENGEL> Hi, Bob! Did you get a chance to peek at Jaguar "Star Raiders" since the last RTC? Any info on this eagerly anticipated title (by Rob Zydel?) would be great! If not, then tell us about the latest features in AvP (30FPS Yet?)

<BOB-BRODIE> I haven't yet. My cohorts here haven't seen it either. The primary developer/coder hasn't been in the building...we're allowing him to work off site. Re AvP, we keep adding, and we also brought in some of the game mags to allow them a preview of the game, AND to give their input on the game.

Now there is more interaction with the charecters of the game, and the Predator ship and the Alien ship have been added. Lots, and lots of texture mapping going on... And you can physically map the mazes, even automatically. :-)

<[Sir Fransis] K.DRAKE> Hi, Bob, and my new friends!! :) First to Bob, any thoughts on a Jaguar "core" system possibility? Then a question fo for everyone, what's your favorite feature of the Jaguar?

<BOB-BRODIE> Hi Kenneth...we're talking more about perhaps changing the bundled before a core system. But the core system is certainly a possiblity.

<[HoST] ST.LOU> Explain please: 'bundled'?

<BOB-BRODIE> My favorite feature is the INCREDIBLE sound that the Jag has, when coupled with the Bose speakers at my house. Admittedly, I am also impressed by it because I get to be at home when I play it. :)

<BOB-BRODIE> Lou, presently we have Cybermorph included with every Jag that we sell. We're talking about possibly changing that down the line. Maybe we'll change when AvP comes out.

<[HoST] ST.LOU> Ah... thanks. On to STEVE-J!

<[DrHfuhruhurr] STEVE-J> Pardon the antagonistic tone of the following question, but... Obviously, Atari doesn't have the resources to give the Jaguar the backing it really needs. What is Atari doing to fix this shortcoming? (Besides slowing the Jaguar's roll-out down to a crawl, that is!) You don't REALLY believe this isn't a problem, do you (and if not, WHY)?

<BOB-BRODIE> Steve, you antagonistic???? Who would've believe it???? In a recent interview conducted by the San Francisco Examiner, Sam Tramiel stated that we plan to go to the equity markets to raise cash.

<[HoST] ST.LOU> (I hope Sandy Wolf is here) Take note, Sandy.

<BOB-BRODIE> We had stated in numerous interviews with financial publications that we knew that we would have to raise cash this year, and frankly...it was a very open topic during the November launch event which was populated by Wall Street types. I think I met every broker there personally. If not, it sure felt like it! :) I take exception to your assertion that we might bring the roll out to a "crawl", we do have plans.

<[Parrot Head] C.CASSADAY> Bob, when exactly is the national roll-out? And a question to one of the game testers: Since I don't buy game magazines, can you reveal the level codes to the other hidden levels in Cybermorph?

<TOM.GILLEN> We do not have the level codes down here with us, but you can call our 900 line - 1-900-737-atari, and find out everything you need to know there.

<BOB-BRODIE> We also have given many of the codes to AEO, and I thought that they had published a number of them already.

<[HoST] ST.LOU> 1-900-CHEAT :-)

<BOB-BRODIE> Re the National Roll out...we've gone National with our print ads already in the game mags, and Electronic Boutique and Babbages are now carrying the product Nationally.

<[Parrot Head] C.CASSADAY> Also, is there any chance Atari can donate a Jaguar, or shirts, or hats or WHATEVER to this years Texas Atari Festival on June 4th and 5th in San Antonio, TX?

<BOB-BRODIE> I'll be happy to consider this Chris. Please contact me in email.

<C.KROWCHUK1> Bob, is it true that 4 meg 80 Falcons with Software bundles are not being produced anymore? If not, can you give us some idea of delivery date, time?

<BOB-BRODIE> Hi Chris! At the present time, the largest demand is for Falcons without HDs. Most of our customers don't find that an 80 meg drive is sufficient for their needs. With the prices of Hard Drives dropping seemingly daily..... It just doesn't make sense for us to attempt to compete with a built in hard drive. Also, many of the Falcons are going to musicians, who want to do direct to disk recording with 1.2 Gigabyte HDs!!! And that isn't cost effective for us, either. So for the time being at least, Atari US will stick with the no HD machines.

<[Sparky] K.BURKENHEIM> All the kids (and adults) that have used my Jaguar have loved it!! I am still disapointed when I go into a store (Good Guys) and find the Jag OFF or with no controller and the sales people knowing nothing about the Machine! Is anything being done about this situation??

<BOB-BRODIE> Hi Ken, we have made trips to our local retailers. There is no doubt in my mind that we need to do follow up work with our retailers to ensure that there staff is properly trained. However, we also have to recognize that most of the stores are in a similar situation on all products. They don't have extensive product knowledge, they are there just to sell.

I will speak to Garry Tramiel and pass along your remarks about The Good Guys. They are an important west coast retailer, and we'd like to see them handle the product in the right way.

<[Andre] A.FOSTER7> Any chance of Atari porting TOS over to the Power PC?

<[HoST] ST.LOU> Love to see that!

<BOB-BRODIE> Hmmmm, interesting question. After today's announcements by \ Intel about the Pentium, are you sure that's the way you'd want us to go? We're very interested in that chipset, and we're going to watch the computer side of the business very closely.

<[HoST] ST.LOU> What announcement, Bob?

<BOB-BRODIE> I don't have the article in front of me, but basically Intel announced that they were going to update the Pentium and lower the price significantly.

<[!] FSU #1 [!] AEO.MAG> Thanks, Lou. You do a terrific job as host of the RTCs - as always!

<[HoST] ST.LOU> Thanks, Travis

<[!] FSU #1 [!] AEO.MAG> Good evening Bob, it's always nice to get together with you here on GEnie. My question for you and your guests there tonight: What is the most amazing "it knocked your socks off and left you on the floor speechless" thing you've seen or heard done so far in any of the Jaguar games? Answers from everyone, please.

<BOB-BRODIE> The proposal to do a "Jaguar Babes" game, based on the roll-out event. :)

<TOM.GILLEN> My current favorite is Tempest 2000.

In my office, I have the Jaguar hooked up through a nice, loud, stereo, and the music combined with the VERY exciting gameplay knocked off more than just my socks!!

<F.THOMASON> I think AvP and Kasumi Ninja are both looking great.

<TOM.GILLEN> Joe and Hank are very into Kasumi Ninja, and that is starting to look incredible, really!!

<[HoST] ST.LOU> Does Sam ever come down to your floor, Tom?

<TOM.GILLEN> Actually we are on the same floor, and just today, he stopped me in the hall to ask my opinion of a new Jaguar commercial.

<BOB-BRODIE> Seriously, I'm really impressed with Tempest. The gang at home loved it, too. I had a real pile up of skateboards and bikes in front of the door for quite a few nights, with the stereo pumping out the sound. Fortunately, the cops were impressed, too. Nice guys. :)

<F.THOMASON> Checkered Flag is looking like a Virtua Killer and club drive is a pretty innovative driving game.

<[HoST] ST.LOU> Anyone else want to comment?

<BOB-BRODIE> Tom's still typin....

<TOM.GILLEN> Also, Sam, Leonard, Gary, and Jack have all been into my office to see Tempest 2000!!

<BOB-BRODIE> That's it from us..

<[HoST] ST.LOU> OK... Richard Brown!

<R.BROWN30> Bob, are things still on track for Alien Vs Pred in April and National advertising in early May? Does Atari send out stock reports to share holders? Any new info on the 040 board for the F030? Thanks.

<BOB-BRODIE> We expect to have the game done in April, but we're really anxious to include as much as we can in the game. Also, we have to factor in manufacturing, too. We are trying very hard to get it out in April, though. Re the ads, the print ads are running nationally now.... Re stock reports, only the quarterly reports go out to the shareholders. We don't do a separte publication. I spoke with a couple of retailers that told me they are getting in different boards from Germany with both 040 boards, and faster 030s with TT compatible ram. Check with Steve's Software and other fine dealers regarding these products.

<[Internet.Tim] AEO.8> I've heard about AvP for the Lynx, first does it exist? and second will it be a beat'em'up (like the other console and arcade) or first person like the rebellion version? who is doing it?

<BOB-BRODIE> Tom will answer your question, Tim.

<TOM.GILLEN> Yes it does exist, and is currently being developed by Images, and it should end up being a fist person perspective, and should be similar to AVP for the Jaguar.

<FALCONER> Thanks, Lou!! :) Forgive me if I am redundant here, but I came in AFTER the RTC started!! Anyway..... better late than never, and last but certainly not LEAST.....Items!! 1) Will there be an Atari presence at the STAR show next weekend, here in Sacramento?? 2) What have we to look forward, re SOFTWARE or HARDWARE for the ST/Mega/Falcons??

<TOM.GILLEN> I might go if I can swing it (STAR).

<BOB-BRODIE> I don't believe that we have an official presence at the Star Show, like a booth. I know that a number of our employees are planning on attending the show. Re Hardware, there are a number of products that are coming out, and I happen to know that they will be on display at the STar Show by several dealers, including Steve's Software.

We already discussed some of those tonight, so rather than go over them all again, please refer to the transcript later on. Thanks!! ga

<[Mike] M.LIPSON> I have the same STacy screen problem that David has. If I send ATC my Stacy, will it be fixed?

<BOB-BRODIE> As I mentioned to David, I will need to discuss this with Jim Jackson of our dealer support. I regret that I cannot give you a firmer answer at this point in time, Mike.

<[HoST] ST.LOU> Well, Bob... The March session is now history. And a historical session it was! This is the first chance we have had to meet some of the new people at Atari and we are very happy you brought them to GEnie first!

I know that Tom Gillen has been in the RTC's a lot lately and his presence has been greatly enjoyed. I hope Joe and Hank drop in from time to time and don't forget to teach everyone how to use the Bulletin Board!

<TOM.GILLEN> Thanks very much for having Joe, Hank, and myself here tonight, it was a real fun experience for all! Look forward to continued correspondence on GEnie!

<F.THOMASON> It was a great experince I hope to do more Conferences. Bye

<BOB-BRODIE> Lou, thanks again for a stellar job of moderating the Dateline Atari. It was a real "baptism" for my colleagues here at Atari. I know that everyone on GEnie will join me in welcoming them to our online ranks, and support them as they "learn the ropes" here on GEnie. We're looking forward to getting everyone active as quickly as we can. Thanks should also go to Dan McNamee for teaching them Aladdin to help them get online quicker! Thanks to everyone else for attending tonight...Good Night!

(Editor's note: This discussion and roundtable is an ongoing series that is brought to you on a regular basis. This roundtable discussion took place on Genie Online service.)